NECROVISION
MATURE 17+
M
CONTENT RATED BY
ESRB
The Farm 51
1C COMPANY
aspyr

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installation

Insert DVD disc into DVD drive. If the autorun feature is disabled, right click on drive, choose 'explore' from the context menu and then click the .exe file. Follow the instructions displayed on the screen. Remember that you can choose a different path of installation than default.

dvd protection note and safety precautions

This DVD contains software for PC. While inserting the DVD into DVD drive, please ensure that the printed side of the DVD faces upwards. Avoid touching the DVD surface, hold the DVD by the edge. In order to keep the DVD functional, please protect it from any source of heat, direct sunlight or any source of moisture. When not using the DVD, please keep it in its box. Avoid touching the DVD surface and always hold the disc carefully. Keep the DVD surface free from scratches and dirt. For cleaning, please use an appropriate cleaning set. Do not use ordinary kitchen products and only use appropriate anti-static accessories. Do not use a damaged disc, for instance one that is cracked, bent or repaired by glue, as problems may occur.

health precautions

To diminish health risks, please take a 15 minute break after each hour of play. Avoid playing if you feel tired. Play only in a well-lit room. Some people suffer from epilepsy when they see flashing lights or patterns. These people may suffer seizures when playing computer games or watching TV. Even players who have never experienced such symptoms may be suffering this illness. If you suffer from epilepsy or think you might suffer from this kind of illness, or if you simply feel unwell, please consult your doctor before playing. Examples of possible symptoms are: vertigo, problems with vision, muscle twitching, and other involuntary movements, loss of self-control, mental confusion and convulsions.

warning: to owners of projection televisions

Still pictures or images may cause permanent picture-tube damage, or mark the phosphor of the cathode ray tube. Avoid repeated, or extended use of video games on large-screen projection televisions.

welcome to hell, soldier...

My eyes are closed as I'm trying to get adjusted to the light. Every single step is painful. My wounds are deep and open, but I'm trying not to lose hope. At least I can move forward, trusting that someone will eventually pick me up.

The railway station is huge and deserted, yet, reaching the surface is far from simple, as they are all around. Lurking. Waiting.

Hell was unleashed when we stormed those trenches. The order was simple – kill them all. One soldier was smart; he sealed himself in a bunker, refusing to let anyone in. I, too, could have avoided the ambush and the events that followed. Yet, I wasn't fast enough. Instead, I ran right through the lines of those bastards, killing anyone in sight. My brothers-in-arms fell one after the other. And then, there was only the three of us: this prick in the bunker, one scared British trooper and myself. Other units were about to land for support, but I couldn't afford to wait. There was something in the air, something dangerous. So I kept running.

Suddenly, I was surrounded by smoke – white, almost glowing. Some creature emerged, speaking of duty, and some hell-stricken domain. It all sounded insane to me at the time. Now I realize I should have just let it finish me off. What did I do instead? I chose to go on a rampage…

In the trenches I overheard there was a guy running the whole show – Jonas something was his name. He brought these strange things to the surface. In that moment, I knew we faced two kinds of foes: Germans and those…

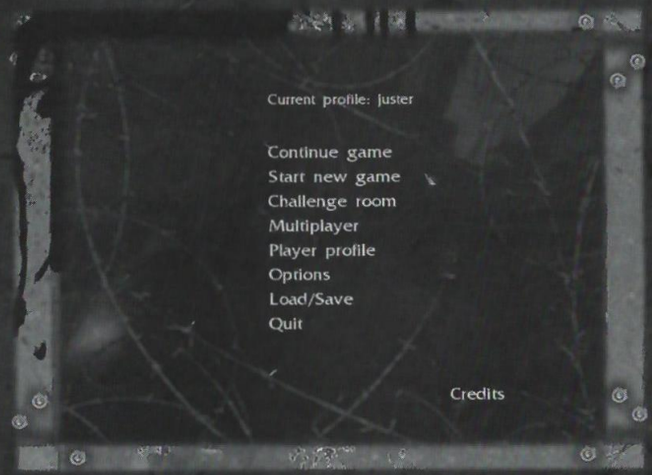
I don't even know what to call them. The minions of Jonas were unleashed and invaded their domain. And I was supposed to be the savior….

This was harder than I had expected. All kinds of monsters and eerie shadows lurking behind the walls kept coming. They were weak, so my plan was simple; dispense of them mercilessly. But more of them came, and in the end, I couldn't keep up and it became harder and harder. It just kept getting more difficult. Anyway, it's not my problem anymore…I just want to survive.

There was a moment of total blackout. I didn't recognize my surroundings. I forgot my goals. That's why I'm writing this letter. I hope that another British soldier will find me and bring me back to the surface.

main menu

The first step is usually pretty easy, even when at war. You can **Start new game**, **Continue game** or enter the **Challenge room** to experience more combat fury. As if that's not enough, try the **Multiplayer** experience and show other online gamers who the true demon of war is.



START NEW GAME

Begin your journey or replay the whole game after completing it for the first time. You have 3 different difficulty modes to choose from. In each of them, your enemies vary in their capacity to hurt you and withstand your attacks. If you are too scared to play on the high difficulty, start as a "Recruit" rookie and try it later once you learn some combat techniques having completed the game. But remember - on the easiest difficulty **(Recruit)** some of the special fighting abilities are not available. You don't need them to beat the easy game mode, but bear this in mind as it may make you decide to choose the normal difficulty level **(Man of Courage)** or even take on the ultimate challenge and complete the game on **Demon Crusher** difficulty level.
Just click the **Start new game** option, then choose the **Difficulty level** and let the war begin!

CONTINUE GAME

Play from the last save game.
Use only when 10 hours of instant action sounds ok to your health.

CHALLENGE ROOM

If you feel the need to unleash your fury, enter the **Challenge room** for some adrenaline pumping fights. Here you can play any **Finished game chapters** again to increase your statistics and fury abilities, or you can try some **Special challenges** for valuable rewards (in NecroVisioN there is no reward for second place – don't say we didn't warn you!).
Special challenges are small arenas where you have to defeat a large number of enemies in a limited time, using a limited arsenal of weapons. The challenges are not available from the beginning of the game – you need to unlock them by finishing regular game levels. Almost each finished chapter of the game unlocks one or more special challenges, so you have to finish the entire game to get access to all the challenges. It's worth the effort, though, because only challenge rewards allow you to expand your equipment with such useful tools as a shovel, a bayonet, dual pistols, armor or unique spells. You can find some of these goodies in the story chapters, but winning them in the Challenge room is the only way to have them at the beginning of every level in the story campaign.

MULTIPLAYER

In this menu you can create or join online games with other unfortunate souls, who - like you - were thrown into the middle of the Great War storm. Will you be able to face them?

Join Game

Going to war isn't the hard part – keeping your limbs intact after a few battles is. Just select a server from the list and press "**Join**" to play or "**Spectate**" to watch the battle as an observer. You cannot change the rules of a battle, such as map, time to win, etc., you can only follow the rules and prove you're the best.

You have three places to start:

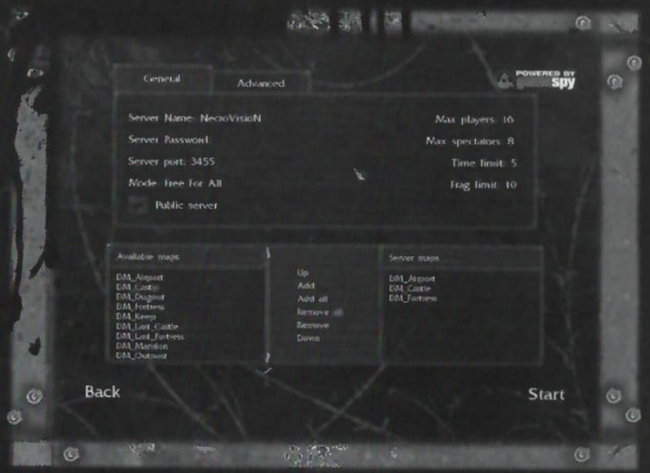
- **LAN** is the list of local games, look at it if you want to play with friends via a local connection and to see if one of them already started a server.
- The **Internet** tab lists the worldwide servers – you can play on an official NecroVisioN server, as well as on servers established by Internet users all over the world.
- The **Favorites** tab displays the servers you added to your favorites list earlier. To add any server to this tab, select its name from the LAN or Internet tab and use the "**Add to favorites**" command. This way you'll be able to play on this server again without searching through the list.

Start Game

Here you can start your own online server and let other players join the game. A list of "**Available maps**" at the bottom of the window allows you to choose your favourite game environments. By selecting the map name and pressing "**Add**", you put the chosen maps on the "**Server maps**" list. These maps will be played in order when the game starts. You can also "**Remove**" maps from the list and shift their order by pressing "**Up**" and "**Down**" to change their sequence.
In the upper part of the menu you have two tabs, with the "**General**" and "**Advanced**" server options. In the **General** tab you can set basic options:

- **Server Name** - your server will be visible in the network under this name.

- **Server Password** - limit the access to the server to those that know the password.
- **Server Port** - change the port if you have problems with the network connection on default settings. In the event of any problems please contact your network administrator.
- **Public Server** – this option determines whether your server will be visible in LAN or on the Internet.
- **Max Players** – number of players allowed to connect to your server (maximum number is 16).
- **Max Spectators** – number of spectators allowed to watch the game without fighting (maximum number is 16).
- **Frag Limit** – number of kills the player has to make in order to win the battle.
- **Time Limit** – amount of time allowed before the battle ends. The player with the highest frag count wins.



Modes

Before starting the network game, you have to choose one of the modes you can play using the "**General**" tab:

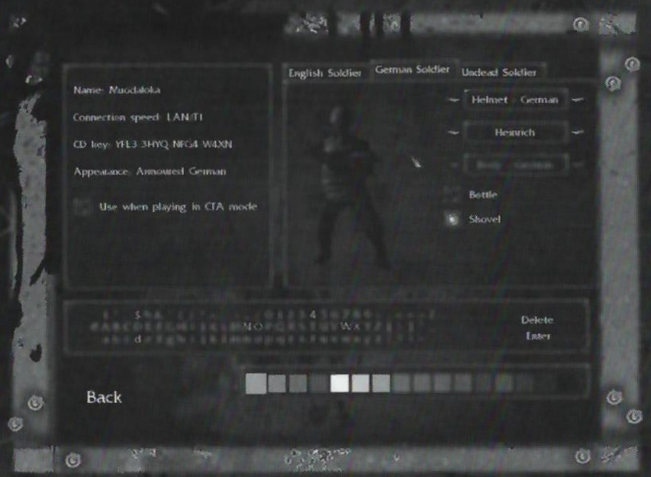
- **Free For All** (deathmatch) – every man for himself. There are no teams, you are on your own and must hunt down everyone and anyone else on the map. The first player to reach the required number of frags wins the round.
- **Team Deathmatch** – are you a social animal? By joining one of 2 teams, players can employ diverse tactics to gain an advantage. The team who first reaches the previously defined number of frags, wins the match.

- **Last Man Standing** – Avoid getting killed and be sure to kill everyone else in sight. Players start with a previously defined number of lives, losing one each time you get killed. The last player alive wins the match.
- **Capture The Artifact** – It's you, your team, your base and your chance. Each player starts playing in a team, with a base of their own. There is an artifact or flag between the opposite bases. A team must get the artifact or flag and take it to their base. The team to first reach a previously defined number of delivered artifacts/ flags, wins the match.

The "**Advanced**" tab gives you some more specific gameplay options: "**Team damage**" - allows team members to hurt players from their own team by accident (or not). The "**Medikits**" option determines whether medikits drop from fallen enemies. The "**True combat**" option gives you a more realistic combat experience. When enabled, the default weapon crosshair disappears and players can aim only with their weapon aiming reticules. Also, you can't heal yourself with medikits in this mode.

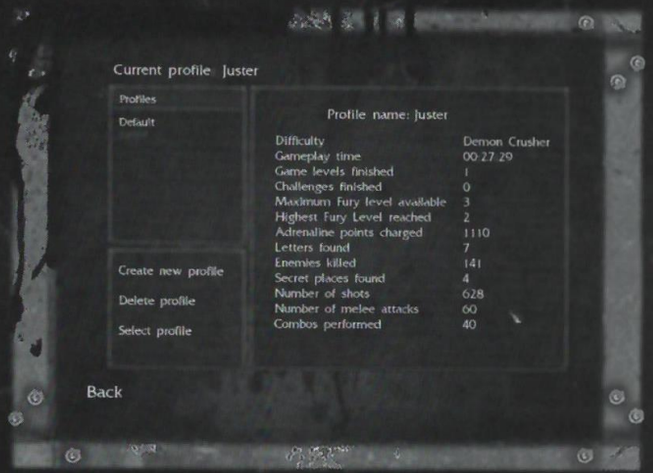
Player Settings

You don't want to be some nameless cannon fodder, right? You can customise your avatar for online games using this menu. Type in your "**Name**" (you can use the color boxes at the bottom of the screen to change the letter colors when typing). You can specify your "**Appearance**" choosing between available character models. You can customise details of your appearance including face, cap and uniform using the picture on the right. Depending on which team you choose in the game, you can use one of three presets selectable via tabs above the model.



PLAYER PROFILE

Player profiles allow a number of people to play NecroVisioN on one computer and prevents conflicts between players' game settings and saved games. Each NecroVisioN player can have a unique profile which stores game progress and player statistics on the same computer.
When the game is run for the first time, a "**Default**" profile is created and used. Options in the **Player profile** menu allow you to manage the different NecroVisioN players' profiles. You can **Create new profile**, **Delete profile** (all saved games for this profile are lost) and **Select profile** from the **Profiles list**.

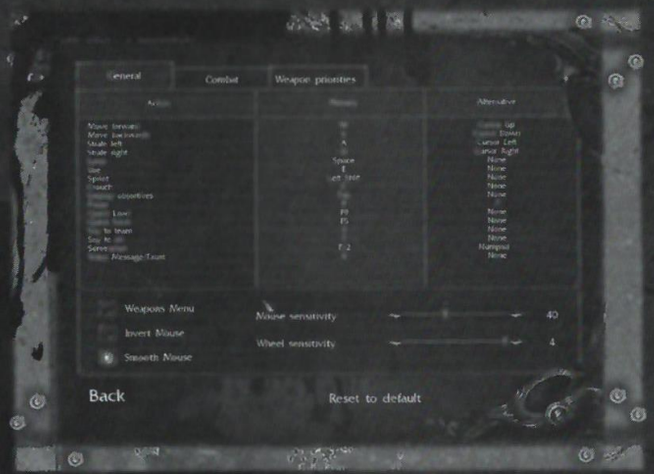


OPTIONS

Before putting your uniform on, you can check if everything suits you by using the **Options** menu. This menu gives you access to a number of settings which allow you to customise your system and game controls.

Controls

In this menu, you can check or redefine the controls for playing the game. Mouse and keyboard are used for all in-game activities and the various options for their use are available here.
In the "**General**" tab, you can customise keys and mouse settings for basic activities like moving around the game environment and using items. The "**Action**" list displays operations with keys assigned by default. You can change the default setting for every action by clicking the key name in the "**Primary**" or "**Alternative**" column and then pressing the new key (you can assign 2 different keys to perform any given action). The "**Invert Mouse**", "**Smooth Mouse**", "**Mouse Sensitivity**" and "**Wheel Sensitivity**" options allow you to change your in-game mouse settings. With the "**Weapons Menu**" option you can toggle the in-game weapons menu. When switched to "**on**", your weapon list remains on the screen until you choose and confirm your weapon selection. If you want to switch your weapons in quick succession during the game, turn off this option. Options in the "**Combat**" tab allow you to check and change the key assignment for activities related to fighting, such as selecting a weapon, firing, reloading, and so on.
In the "**Weapon priorities**" tab you can set the preferences of the weapons you are using, like choosing whether you automatically switch your weapon after picking up another one. By selecting the weapon class on the list and using the "**Up**" and "**Down**" options you set the higher or lower priority for certain weapons. For example if the **Shotgun** is above **Rifle** on the list, you'll automatically switch from rifle to shotgun when you pick up a shotgun in the level. But if you have a shotgun and pick up a rifle, you'll keep the shotgun in your hands and need to change to rifle manually should you want to use it.
Click "**Back**" if you want to leave the controls menu.

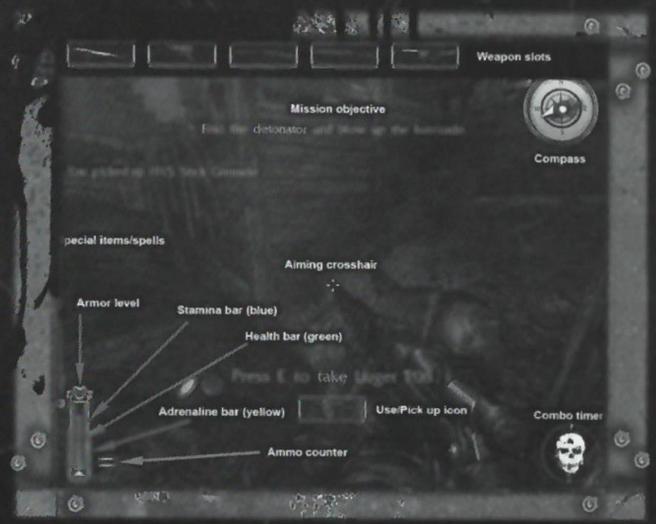


HUD

HUD (Heads-Up Display) represents all the vital information you see on screen during the game, like ammo count, your health level, aiming reticule etc. **HUD Opacity** sets the transparency of on-screen indicators (the lower the value the more transparent the display becomes).
"**Crosshair Opacity**" options allows you to choose the opacity of your aiming reticule. The "**Subtitles**" option allows you to change the subtitles for game dialogues.
After setting the options, click "**Back**" to go to the main options menu.

Sound

Here you can adjust the volume and other sound options.
The sliders in the upper part of the window determine the "**Master Volume**" (general sound volume for the entire game), the "**Music Volume**" (game soundtrack volume) and "**Sound Volume**" (volume of special sound effects, environmental sounds etc.)
In the lower part of the screen you have the option to set the hardware selected for sound playback in NecroVisioN. The "**3D Sound Provider**" setting allows you to change the sound driver used for three dimensional



sounds (consult your sound card/chipset specification to check what the proper setting is if you're not sure what to choose). If you're not experiencing any sound problems in NecroVisioN, we recommend you keep to the default setting.
EAX Acoustics option toggles the special environment sound effects, such as reverb in a stone cave. When all options are set, click "**Back**" to quit the sound options menu.

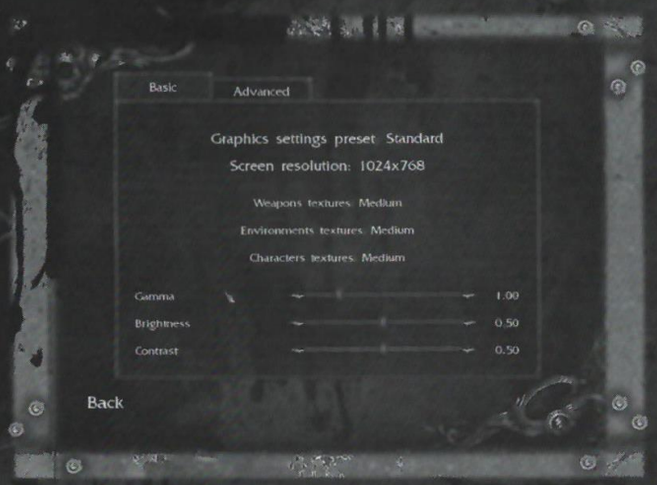
Video

This menu contains settings for all the many options relating to the game visuals. NecroVisioN uses some spectacular 3D rendering techniques, which require a powerful processor and graphics card, so it is possible to customise settings to match your system configuration for an optimum gaming experience.
In the "**Basic**" tab you can set the following options:

- **Graphics settings preset** – general setting to determine what hardware configuration you have. If your system is close to the minimum system requirements (listed at the beginning of this document and the back of the box), set it to "**Fast**". If, on the other hand, it satisfies the recommended requirements set the preset to "**Standard**" or "**High**". If your configuration is better than recommended, try the "**Ultra High**" option.
- **Screen resolution** – the game performance and its look depends to a great extent on the chosen screen resolution. Set it to lower level if you need smoother animation, and increase it if you want a sharper image.
- **Texture resolutions** – you can individually set the resolution (and quality of surface shaders) for **Weapons**, **Environments** and **Characters**. Again, the higher the value, the better picture quality (note: increased visual settings can decrease performance).
- **Gamma** – this slider increases or decreases both the brightness and contrast of the image to create the best picture tones.
- **Brightness** – determines the general brightness of the image,
- **Contrast** – increases or decreases the difference between the brightest and darkest part of the image.

The **Advanced** tab displays options to customise the quality of some visual effects that effect both the game experience and animation performance.

- **Rendering quality** – determines the level of detail for basic 3D rendering algorithms. For most graphic cards it can be set to **High**. However if you experience any problems with performance you can lower this setting to try and rectify this.
- **Dynamic shadows** - sets the quality and quantity of shadows in



game. This option has a huge impact on game performance and look. To set it to **High** value you need a really high-end machine.

- **Ambient occlusion** - sets the quality of additional shadowing algorithms used for the creation of subtle shadows between the objects. This effect is also quite demanding on your system, so set it to **Low** or **Off** if you need to increase the smoothness of the animations .
- **Particles detail** – this option sets the detail level of particle effects such as fire, explosions and fog.
- **Weather effects** – enables/disables special effects for rain and some other in game weather variations.
- **Motion blur** – enables/disables in game motion blur effects.
- **HDRI** - enables/disables variation of lights on the screen when you're moving between different environments.
- **Volumetrics** – enables/disables the effect of light volumes.
- **Water quality** – sets the level of detail for reflections on liquid surfaces.
- **Multisampling** – determines the intensity of smoothing of hard edges on objects.
- **Decals display time** – during combat, the marks of destruction become visible on the 3D models. With this option, you can decide how many of them can be displayed at once, affecting the overall smoothness of animation.
- **Texture filtering** – increases or decreases the quality of all 3D textures. **Bi-linear** and **Tri-linear** are options for better performance and lower quality, and **Anisotropic** is an option for better quality and reduced performance.

For certain video settings it is necessary to click **Apply** and restart the game. Other settings will take effect as soon as the **Back** button is pressed and upon returning to the main options menu.

LOAD/SAVE

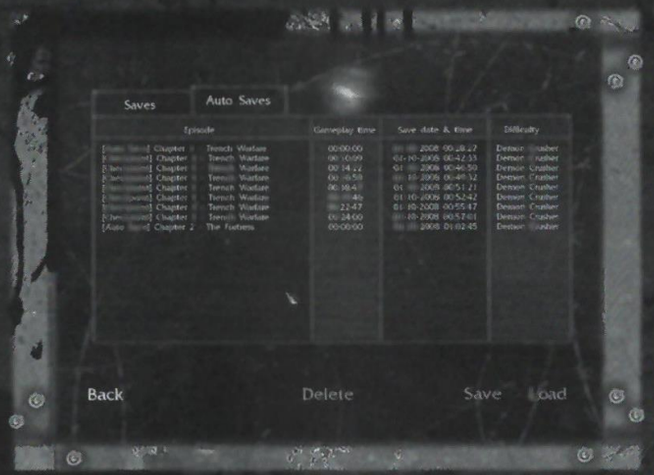
Options in this menu allow you to **Save** the game at a certain stage or **Load** a previously saved game so you can always come back to the moment you last left the game.

Playing the game, you can perform a quick save by pressing the (default) **F5** key. To load a previous quick save, press the (default) **F9** key. You can also save or load at any time. Enter the main menu (pressing **Esc** key while playing) and use **Load** and **Save** options. At certain times (called "checkpoints") the system will make an automatic save and allow you

to restart from that place if you fail on the following path to victory. The list of manually saved games (including quick saves) is displayed in the **Saves** tab. Automatically saved games are listed on the **Auto Saves** tab. For each save, you can check the **Gameplay time** (i.e. the precise moment a given chapter was last saved), **Save date & time** (when the save was done) and the **Difficulty** level you were playing.

QUIT

Are you gonna tell me your life is more important than your country, soldier? Get your butt back down there!!!
Well, if you really need to, click this option to leave the game.



know your environment

HUD

When you're playing the game, some special indicators and counters keep you up-to- date on your status, mission progress and objectives. The most important elements of the HUD (Head-Up Display) are:

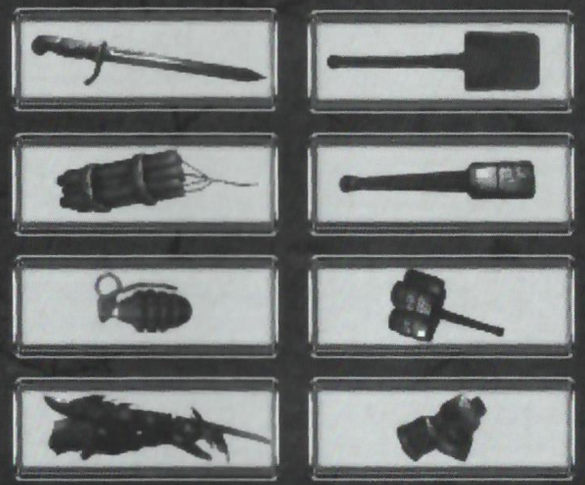
- **Aiming crosshair** – marks the spot where your attacks will be directed. Size of the crosshair varies from weapon to weapon and determines its accuracy.
- **Health bar** – the green bar represents the level of your health. When you're wounded, it shrinks and turns red. Try to avoid attacks for a while in order to recover and look out for medikits when you're in trouble.
- **Stamina bar** – the dark blue bar indicates your ability to run. Hold the **Sprint** key (default: **Left Shift**) and use the movement keys to

run in a chosen direction. When you're running, your stamina level decreases, and you need to release the Sprint key to recover.

- **Adrenaline bar** – the yellow bar shows your level of adrenaline. To charge adrenaline you need to perform attack combos whilst in battle. It allows you to use special powers like adrenaline boost (time slowdown) or ShadowHand spells.
- **Ammo counter** – bullet icons indicate the number of shots remaining in the current ammo clip, and digits below inform you about the number of clips or total ammo count for your chosen weapon.
- **Armor level** – the small metal shield icon on top of the health bar represents the level of armor left. You can find and pick up armor from certain places in the game. It decreases the amount of damage you receive, but its strength decreases with each hit.
- **Special items/spells icons** – this column displays special purpose items you have collected during the game (like keys and energy sources etc.) as well as projectiles (grenades, dynamite packs etc.). When you become a Necromancer and unlock some special spells for ShadowHand, you can see what spell you have active in this column and whether the current level of adrenaline allows you to use this spell (when spell icon - for example a skull - is highlighted, you can cast the Skull Chaser spell).
- **Compass** – its arrow shows you the direction of the current mission objective.
- **Fury timer** – after performing a combo, a fading skull represents the amount of time you're given to perform the next combo and reach a higher Fury level. By chaining quick sequences of combos, you can unleash deadly demonic powers to win battles in a much more spectacular style. The highest Fury level you can reach is limited by the amount of magic artifacts you've discovered in the game.
- **Use/Pick up icon** – when close to an interactive object or weapon which can be picked up, a special icon and a message will be displayed with information on how to interact.
- **Mission objective** – information on new mission objectives is displayed on top of the screen. You can always check the list and status of objectives by pressing the Display objectives key (default: **Tab**).
- **Weapon slots** – by pressing the weapon selection keys (default: **1-5**) you can temporarily display the list of available weapons. If a weapon icon is dim, you're out of ammo for that particular weapon and it can't be selected until you find some supplies.

Weapons in NecroVisioN are divided into 5 groups. In order to select and/or toggle weapons from given group you need to use one of the 5 weapon selection keys.

Weapon group 1 (left-handed weapons)

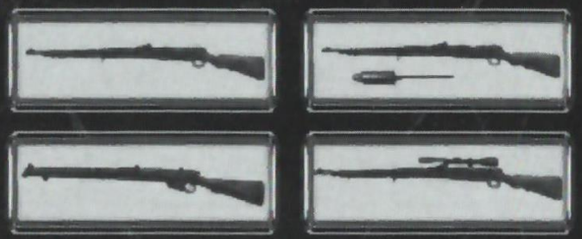


Contains melee weapons (bayonet, shovel), explosives and projectiles, as well as left-handed pistols. But you won't need any of them once your left hand turns into the ShadowHand... Using weapons from this group together with right-handed guns (Weapon group 2), you are able to make the most spectacular combos possible.

Weapon group 2 (right-handed guns)

This group include pistols and special vampiric weapons from the underground part of the game. Use them together with left-handed items and you won't be disappointed!

Weapon group 3 (rifles)

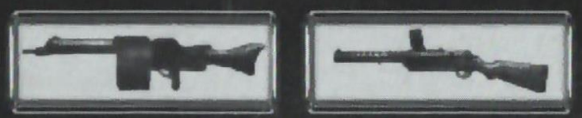


Who says a rifle is only a long-distance shooting weapon? Well, it is, but when you attach the bayonet and grenade rod to the barrel, things change!. Adding sniper scope can also give you some longer view on dirty deeds.

Weapon group 4 (shotgun)

Shotgun is not a weapon for a cowardly sniper. You need to get close to the opponents, and make sure you are in control of the situation.

Weapon group 5 (machine guns)



"Rain of bullets" is not just a metaphor in the case of these weapons. Just remember, bigger is usually better. However bear in mind they are not as accurate when it comes to aiming.

PLAYER CONTROL

Default key settings (you can customise them in the **Options/Controls** menu):

W - Move forward
A - Move left
S - Move backward
D - Move right

G - Quick Throw (grenades)

E - Use:
- Enter or Exit a vehicle
- Pick up a weapon dropped by an enemy (when available)
- Resurrect an enemy with ShadowHand (you need to have your adrenaline charged)
- Set target for resurrected enemy (ShadowHand with Possession spell used)

R - Reload weapon
Q - Special attack (throw weapon/cast spell)

Enter - Skip dialogue cutscene
Mouse Scroll - Select next/previous weapon
Left Alt - Adrenaline boost (time slowdown)

Space - Jump
Left Ctrl - Kick
Left Shift - Sprint
C - Crouch

Left Mouse Button - Fire/Fire left handed weapon (bayonet, lamp)
Right Mouse Button - Alternative Fire/Fire right handed weapon (pistol, vampire gun)
Middle Mouse Button - Melee attack

V - Taunt

1 - Left handed weapon (bayonet, lamp, grenade, dynamite, shovel, ShadowHand mode)
2 - Right handed weapon (pistols, vampire guns)
3 - Rifle, rifle with sniper scope, rifle with grenade rod
4 - Shotgun
5 - Submachine gun, heavy machine gun

Tab - Display objectives
ESC/N - Game menu
F5 - Quick save game
F9 - Quick load game

COMBO SYSTEM

One of the unique features of NecroVisioN is the combo system. Here, you receive bonuses for certain combinations of shots, melee attacks and kicks. Why learn and use combos? Well, because it makes it much easier to survive when all your enemies are hell bent on spilling your guts. Of course, a skilled player will want to prevent that, preferring to gut his enemies first. To perform combos effectively, you must:

- discover the proper attack sequence (they're really simple, like two melee strikes with a kick, or two shots in the head, so it shouldn't take you too long to discover some with a little experimentation.)
- control yourself (panic won't help you, as proper aiming and timing is required)
- get close to the enemy (for most of the combos)

There are two elements which describe what combo you are able to perform. The first is attack type, like for example shot, throw, kick, or melee attacks (sometimes it's all based on what weapon you are using, sometimes not). The second is body parts, especially head and limbs. How does it all work? Simple - you kick your victim and rapidly shoot at it twice - bang, combo performed. Another example: manage to put 7 bullets into a guy's body in a short period of time, bang, combo performed. There are plenty of those, even single headshots count as a combo. You have to know that the only way of increasing the adrenaline level (which is needed to release some spells and special attacks) is to perform combos. Usually, the harder the combo, the more adrenaline is added. The more adrenaline, the bigger the damage for your next attack. Some combos have fatality effects – you automatically and brutally dispatch your enemies (sending them to the afterlife with a cut throat or by blowing their brains out with your shotgun, execution style). Yeah. You're not one of those humanitarians!

FURY (COMBO CHAINING)

Okay, we've completed the first stage of your initiation. The second stage is about combo chains, called "Furies". After you perform a combo, you will notice a white skull fading in the bottom right corner of the screen. It's the "Fury Timer". If you manage to perform another combo before the skull disappears, you'll achieve a higher level of Fury. Usually it means a real disaster for enemies close to you, because each Fury level releases some of your hidden demonic powers, creating, for example, powerful shockwaves around you or granting you the power to cover everything with fire. The more Fury you have, the more damage you are able to inflict upon your enemies.

To become a true Necromancer and achieve higher levels of Fury, you need to look for magic artifacts hidden in some secret parts of the environment. Each of these artifacts increase the maximum Fury level you can reach by performing combos. Artifacts are sometimes hard to find, but they're easily recognizable. - Search for the bright red lights they emit and just approach the artifact in order to pick it up. If you didn't find some of the artifacts while playing a level for the first time, you can always replay the level in Challenge Room and search for the remaining items. Without collecting them and not being able to reach high Fury level you can find yourself too weak in the latter parts of the game. It's not required to collect all artifacts in the game, but you will surely appreciate the possibility of burning, exploding or freezing your enemies during higher combo chains, right? So try and collect all the artifacts and become the ultimate Necromancer (you will need to play on Man of Courage or Demon Crusher difficulty). When you choose the easy level (Recruit), some of the Fury levels are not available and some of the artifacts are not present in the game.

COMBAT TIPS

Even a great soldier needs to understand his strengths and limitations. Let me try to save your precious life even though you will most likely never make it back…

- your health regenerates automatically when you've not sustained damage for a while, but you must find medikits to recover your health fully. In the second part of the game you'll find a tool that gives you the ability to heal yourself without medkits.
- use **Kick** (default: **Left Ctrl**) to quickly knock over your enemies when you're in a crowd and don't see any way out. If you have a high Fury level, it is better to use this to fight back!
- use **Adrenaline boost** (default: **Left Alt**) to slow down the time around you. It can help you get out of trouble, but it lasts only until your adrenaline level falls to zero.
- certain weapons allow you to perform special attacks (default: **Q** key).
- use different combinations of keys: **Fire** (default: **Left Mouse Button**), **Alternative Fire** (default: **Right Mouse Button**), **Melee Attack** (default: **Middle Mouse Button**) and **Kick** (default: **Left Ctrl**) to perform combo sequences on an enemy. You are rewarded for successful combos with adrenaline (yellow bar in the left bottom corner of the screen) that allows you to use **Adrenaline boost** - time slowdown mode (default: **Left Alt**) or ShadowHand attacks (default: **Left Mouse Button** or **Q** when you have the ShadowHand).

- your maximum Fury level is low at the beginning of the game, but you can increase it by collecting magic artifacts hidden in secret areas. Try to use any opportunity to explore your surroundings.
- you're a harder target to shoot when you are on the run (holding the **Sprint** key, default: **Left Shift**) than when you hide. It can be more effective to run at your enemy and kill him with any combo sequence rather than trying to snipe him from a distance.
- when you run to your enemy (holding the **Sprint** key, default: **Left Shift**) and press the **Melee Attack** key (default: **Middle Mouse Button**), you can knock over multiple enemies at once (this only works with certain weapons).
- many combos, like headshots, grant you an automatic adrenaline boost (time slowdown). When Boosted, you are faster and more durable.
- some enemies are immune to common gun shots... but there are always other ways to defeat them.
- always try to dodge an enemy attack. They not only damage you, but can also stun you or disturb your vision.
- some of your attacks are slower than others, so be aware of your timing when you are fighting in a crowd.
- some objects explode. Sometimes it helps, sometimes it hinders.
- aiming for the head is always a good idea if you are a good **shot**.
- after completing any game level you can replay it in the Challenge Room to look for remaining artifacts and increase your Fury abilities.
- if you need a little shot of adrenaline, taunt your enemy by aiming at him and pressing the **Taunt** key (default: **V**). But remember this only works once in a while - nobody takes any notice of long speeches!

SHADOWHAND TIPS

ShadowHand is the ultimate weapon of Necromancers. Don't worry if you are not able to imagine it at this point – you will certainly recognise it when the time comes...

- when you receive ShadowHand, you need to charge your adrenaline to use most of its spells. Mana points are charged when you perform some combos on enemies. The simplest way to get mana is to smash enemies with melee attacks (default: **Middle Mouse Button**).
- for each of the ShadowHand modes, the **Fire** key (default: **Left Mouse Button**) performs a normal attack and **Special Attack** (default: **Q**) which releases a deadly spell (more adrenaline is required for special attacks than for normal attacks). To unlock special attacks you need to beat the challenges available in Challenge Room.
- if you have enough adrenaline, some of your fallen enemies can be resurrected to serve you – move close to the body and press the **Use** key (default: **E**) – the monster will rise amid an electric wave. Now you can set the target for his attack by aiming at an enemy and pressing the Use key again. You can resurrect multiple monsters at once if you are charged with enough adrenaline.

DRAGON TIPS

Dragon? What dragon…? In case you encounter one, here are some tips.

- use the mouse to look around and movement keys to fly or strafe
- press **Jump** key (default: **Space**) to increase your altitude
- press **Fire** (default: **Left Mouse Button**) and **Alternative Fire** (default: **Right Mouse Button**) to attack with dragon fire breath and fireballs

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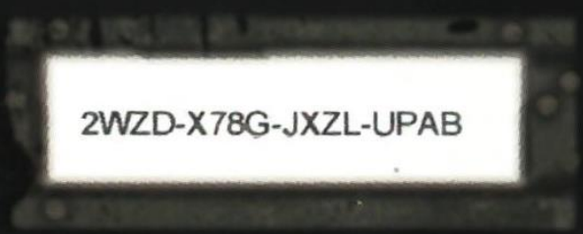

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